

CLAIMS

1. In an electronic device having a screen display in which onscreen objects may be manipulated by a user to effect inputs into the electronic device, a method for combining onscreen objects including:
 - 5 displaying first and second onscreen objects;
 - moving said first onscreen object to be at least partially superimposed on said second onscreen object;
 - rendering said first object invisible and maintaining said second object
 - 10 visible;
 - whereby the combination of the two objects has the appearance of said second object and a user may click/tap on said combination to actuate said first object.
- 15 2. The method of claim 1, wherein said first onscreen object is moved by clicking and dragging said first object to said second object.
3. The method of claim 1, wherein said first onscreen object is moved by arrow logic command entered by the user.
- 20 4. The method of claim 1, further including the step of gluing together said first and second object for conjoint movement on said display screen.

5. The method of claim 4, wherein said step of gluing includes accessing an Info Canvas and selecting an entry therein that glues together said first and second onscreen objects.

5 6. The method of claim 5, wherein said Info Canvas may be associated with either said first or second onscreen objects.

10 7. The method of claim 4, wherein said step of gluing is carried out automatically upon said first onscreen object being moved into at least partial superposition on said second onscreen object.

8. The method of claim 5, wherein said step of rendering said first object invisible is carried out by selecting an appropriate entry in said Info Canvas.

15 9. The method of claim 1, wherein said first onscreen object is a switch.

10 10. The method of claim 9, wherein said second onscreen object is a graphic object.

20 11. In an electronic device having a screen display in which onscreen objects may be manipulated by a user to effect inputs into the electronic device, a method for combining onscreen objects including:
displaying first and second onscreen objects;

moving said first onscreen object to be at least partially superimposed on
said second onscreen object;
rendering said first object touch transparent;
whereby the combination of the two objects has the appearance of both
5 objects and a user may click/tap on said first object to actuate said second object.

12. The method of claim 11, wherein said first onscreen object is moved by clicking and dragging said first object to said second object.
- 10 13. The method of claim 11, wherein said first onscreen object is moved by arrow logic command entered by the user.
14. The method of claim 11, further including the step of gluing together said first and second object for conjoint movement on said display screen.
- 15 15. The method of claim 14, wherein said step of gluing includes accessing an Info Canvas and selecting an entry therein that glues together said first and second onscreen objects.
- 20 16. The method of claim 15, wherein said Info Canvas may be associated with either said first or second onscreen objects.

17. The method of claim 14, wherein said step of gluing is carried out automatically upon said first onscreen object being moved into at least partial superposition on said second onscreen object.

5 18. The method of claim 15, wherein said step of rendering said first object touch transparent is carried out by selecting an appropriate entry in said Info Canvas.

10 19. The method of claim 11, wherein said first onscreen object is a graphic object.

20. The method of claim 19, wherein said second onscreen object is a switch.

15 21. In an electronic device having a screen display in which onscreen objects may be manipulated by a user to effect inputs into the electronic device, a method for combining onscreen objects including:

displaying first and second onscreen objects;
moving said first onscreen object to be superimposed on said second onscreen object and obscuring said second onscreen object;
rendering said first onscreen object touch transparent, whereby clicking on said first onscreen object causes said obscured, second onscreen object to receive and respond to the click.

22. The method of claim 21, wherein said first onscreen object is moved by clicking and dragging said first object to said second object.

23. The method of claim 21, wherein said first onscreen object is moved
5 by arrow logic command entered by the user.

24. The method of claim 21, further including the step of gluing together said first and second object for conjoint movement on said display screen.

10 25. The method of claim 24, wherein said step of gluing includes accessing an Info Canvas and selecting an entry therein that glues together said first and second onscreen objects.

15 26. The method of claim 25, wherein said Info Canvas may be associated with either said first or second onscreen objects.

27. The method of claim 24, wherein said step of gluing is carried out automatically upon said first onscreen object being moved into superposition on said second onscreen object.

20 28. The method of claim 21, wherein said step of rendering said first object touch transparent is carried out by selecting an appropriate entry in said Info Canvas.

29. The method of claim 21, wherein said first onscreen object is a graphic object.

30. The method of claim 29, wherein said second onscreen object is a
5 switch.

31. The method of claim 21, wherein the step of rendering said first onscreen object touch transparent is carried out automatically upon said first onscreen object being moved into superposition on said second onscreen object.

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32. The method of claim 21, wherein the step of rendering said first onscreen object transparent includes accessing an Info Canvas and selecting an entry therein that makes said first onscreen object touch transparent.

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33. The method of claim 32, wherein said Info Canvas may be associated with either said first or second onscreen objects.

34. In an electronic device having a screen display in which onscreen objects may be manipulated by a user to effect inputs into the electronic device, a
20 method for combining onscreen objects including:

displaying first and second onscreen objects, each comprising a switch that is actuated by a click/tap;
moving said first onscreen object to be superimposed on said second onscreen object;

the combination of the two objects having the function of a toggle switch, whereby one click/tap on the combination causes the first object to be actuated and a second click/tap on the combination causes the second object to be actuated.